Well folks we are back from VACATION and ready to go at
it again. First of all HAPPY FOURTH. . . .

???

From Jim Anderson

Is there a program available for plotting and displaying lines
as X & Y axes???

I assume that any math program to PLOT lines in HI RES. well
I don't have one right now but I will put out a call to the
members for one.
HELP HELP HELP HELP HELP HELP
Here is a simple program sent in by Chuck Clancy for plotting.
maybe you can get some ideas from this.
2 POKE 24578,38:CALL17856:COLOR=8:SHAPE=15
10POKE48960,3:POKE48961:128:INPUT"X*",X
10CALL17856
14Y=X^2:PLOTX,Y:X=X+1:GOTO14
Input values for X of .1 to 9.....

!!!
To give credit where is credit is
due, we left off the name of the programmer for the TOWERS OF HANOI
in the JUNE letter. It was written by DON SCHMIDT
and is a very good program and lots of fun to play. Little things
like that happen when you are trying get ready for vacation and
finish a newsletter also. This also gives me a chance to mention
that when programs are submitted if they are on TAPE it more
makes it a lot easier. I am not know for my typing ability.
Thanks for the program DON.
                                                              EDITOR.

##

From BILL BROWNBIN

1. Do I have a problem with my computer? The following will not
print anything until I=14 then it will not print all of the
ABC II characters.
10 A=0:FOR I = 0 TO 63
20 PRINT I,CHR$(A+I):NEXT

No you don't have a problem with your machine. It did just what
it was supposed to do. To explain WHY first I will have to
give you a breakdown of the ASCII characters.
0 to 31 = These characters are primarily control characters and
          are used in such things as PRINTERS and COMMUNICATION
          devices.
32 to 95 = These are all of the characters that the IM-1 uses.
           This covers the special (!"#%&'(),.?/=;&!) , NUMERIC
           and ALPHA characters.
96 to 126 = These would be your Lower Case and a few more special
            characters. These are not displayable on the IM-1
            but can be used on a printer if you have one.
So if you will change line #10 to A=0:FOR I = 32 TO 95 YOU WILL
get all of the characters printed. If you go all the way to 126
it will just repeat the ALPHAS.

2. Please explain line # 3090 PRINT=1:PRINT CHR*(27),"P"
from the LEDGER program in the MAY issue. Also line # 3150
PRINT=0.

The above lines would only be used if you have a printer. The
first line turns on the printer and sets it to compressed print
mode. The other line turns off the printer.

7. Could the dampness in the air be causing my keyboard to have
multiple keyins?

I don't think that it does. This is a common problem with mech-
anical type keyswitches. I have had some luck with putting some
very light oil around the shaft in the keyswitch. Just be care-
ful to not overdue it.

###
From ROBERT GARDINER JR.
Does the LEDGER program in the MAY issue have to be run on a
DISK system?

No, you can use it on a tape system just as well. The only thing
you have to remember is to use a GOTO instead of RUN when you
start the program after loading it from TAPE. This will keep it
from destroying your data. Here are the steps to do it.
1.Keyin 1 CLOAD and hit Return
2.Keyin RUN and hit Return
3.After it loads use GOTO 1 to start.
....

Hey you HAMS out there!!!!
From Edward J Fairbairn

He has some Amateur Radio Software for the IM-1 available.
Here is his address so you can write for information and cost.
                    Edward J Fairbairn
                    7601 12th Ave So
                    Richfield, MN   55423
###
BASIC BOX   BASIC BOX

This month I am going to try and clear up some of the confusion
about the READ, DATA & RESTORE commands.
First a little description:
1.DATA=This command is used to store permanent data in the
       program. The only way to change or modify this is to
       atco the program and relay the data. It is recommended
       that the DATA statements be put at the end of the
       program.
2.READ= This command is used to retrieve the data from the
        DATA statement.
3.RESTORE=This command allows the Computer to READ the same
          Data more than once.

Here we have 2 programs showing 2 different ways to do the something.

```
100 DIM NAMES(5,10),AGE(5)
110 FOR I =1 TO 5:READ NAMES(I,I):NEXT I
140 FOR I = I TO 5:READ NAMES(I,I):NEXT I
170 FOR I = 1 TO 5:PRINT NAMES(I,I),AGE(I):NEXT I
200 STOP
210 DATA JAMES,ALEX,KELLEY,DAMON,MILLY
220 DATA 3,4,99,8,60
330 END
```

```
100 DIM NAMES(5,10),AGE(5)
110 FOR I =1 TO 5:READ NAMES(I,I),AGE(I):NEXT I
140 FOR I = 1 TO 5:PRINT NAMES(I,I),AGE(I):NEXT I
150 STOP
160 DATA JAMES,3,ALEX,4,KELLEY,99,DAMON,8,MILLY,60
170 END
```

%%
Somemore from LOUIS BOLDUC

BASIC SEQUENTIAL AND DIRECT ACCESS FILE MANAGEMENT........

When you open a file, here's what's going on:
1-The computer looks up in the Directory, and checks if the file is already exist, if the file exists, it goes back to BASIC, otherwise, it will create it following the same algorithm as if it was saving a program, except it won't save anything......
2-In sequential access, the record pointer is set to 0.

SEQUENTIAL ACCESS

When you PRINT #n:variables , here's what's going on:
1-Every time a PRINT is executed, the following algorithm is performed: it reads the FBAT and gets the sector and track indicated by the record pointer.
2-It goes back in the BAT and resets the sector, then the computer looks for the first available sector. It goes back in the FBAT and prints in it the new sector at the one indicated by the record pointer, the record pointer is incremented and the variables are printed on the sector indicated by the old value of the record pointer.

When you READ #n:variables , here's what's going on:
1-The FBAT is read to get the sector and track indicated by the record pointer.
2-The sector is read and the record pointer is incremented.

DIRECT ACCESS

In Direct Access, the algorithm is exactly the same as the sequential access (unless most DOS) except that the record pointer is given in the PRINT and READ statement and it is not incremented.
Example of read statement: READ #n,2:variables
  If the FBAT contains 00 08 00 07 07 00 06 00 05 01 08..
  then the sector 5 on track 0 will be read...

From EDWARD J FAIRBAIRN

He sent in an explanation for the recursive programming and I
thought some of you would be interested also.

Recursive programming is the method by which a routine will
continue to call itself until a specific minimum requirement is
met. A good example of recursion is the T.V. commercial where
you are shown a picture of a television, which in turn is showing
a picture of a television, which in turn is showing a picture of
a television, etc. In programming it is where you have a routine
into which you plug your initial values. The routine then performs
a function on the values you have input, it substitutes the
calculated result for the original values, and then calls itself,
using the newly computed values. This then continues until all
the requirements for leaving the routine are met.
Thanks Edward

                                                        Edward

****
YOU MIGHT NOTICE THAT THIS MONTH I HAVE PRINTED ALL OF THE PROGRAMS
in larger print, it was too hard to make out what was printed on the
other.
****

```
   POKE 8193,60: POKE 26112,0:V=512:I=0:K=0:M=42296
1  CALL 17044: POKE 633,59&MM&K=I:I=-1
3  I=I+1:R=523: POKE V+1,239
4  POKE &-1 ( KEY= (0)): IF A=0 THEN 4
5  CALL 17094: FOR I=1 THEN 28
6  IF A=1 THEN S=0: GOTO 4
8  IF A=8 THEN  POKE V+1,33:I=-2: GOTO 3
9  POKE V+1,A: IF A<91 IF A&64 THEN  POKE M+K+1,A=8: IF 9=32 THEN  POKE V+1,A-64
   : GOTO 3
10 POKE M+K+1,A: IF A<>13 THEN 3
12 POKE M+K+1,11:I=I+1: POKE M+K+1,13: GOTO 2
20 REM  FOR 8=0 TO K+1: POKE 25601, PEEK (M+8): NEXT : GOTO 2
30 REM  "HERE IS A NICE PROGRAM SENT IN BY JOHN M GIBSON"
40 REM  "WITH THIS PROGRAM YOU CAN CREATE PRINTED MATTER ON AN EPSON MX-80
        "WITH YOU IM-1".
50 REM  "BEFORE RUNNING DELETE ALL LINES FROM 30 ON".....
55 REM  "THIS PROGRAM WILL DEMONSTRATE POKES TO THE RS-232. THE
60 REM  "PROGRAM PERMITS LOWER CASE LETTERS AS WELL AS UPPER
65 REM  "YOU TO SEE ON THE SCREEN A CAPITALISED LETTER AS A
70 REM  "REVERSED VIDEO CHARACTER."
75 REM  "TO CAPITALISE PRESS THE (CTRL) KEY BEFORE THE LETTER.
80 REM  "THE (ESC) KEY CAN BE USED TO CONTROL THE PRINTER.
85 REM  "AN ARROW POINTS TO THE END OF A 80 CHARACTER LINE AND
90 REM  "THAT IS THE ONLY REFERENCE POINT YOU GET SO YOU MUST PAY
95 REM  CLOSE ATTENTION.
100 REM  "WHEN YOU WANT A PRINTOUT JUST PRESS THE (HERE IS)
105 REM  "KEY SEVERAL TIMES. YOU CAN ALSO ADD MORE TO YOUR
110 REM  "PRINTOUT.
115 REM  "IF YOU (BREAK) USE (GOTO2) TO RESTART.
120 REM  "CHANGE THE END OF PROGRAM POINTER AT 6A440 AND YOU CAN
125 REM  "SAVE ON TAPE OR DISC.
```

```
0 REM    PROGRAM SUBMITTED BY CHUCK CLANCY TO ALLOW
1 REM    ROCKET PATROL TO BE PLAYED WITHOUT TURNING OFF THE MACHINE.
2 GR=6544:L1=1:GOTO 500
3 PRINT "LOADING MOVE ROUTINE"
4 FOR I=1 TO 41
5 NEXT I
6 READ A: POKE GF,A:GF=GF+1
7 NEXT I
10 CALL 17446
15 POKE 24578,30
18 PRINT "MOVING ROM TO RAM"
20 CALL 48500
40 PRINT "CHANGING VALUES---W A I T"
50 FOR I=1 TO 250
52 READ A,B
60 POKE A,B
62 NEXT I
90 CALL 17446
92 CALL 45858
98 DATA 60,8,176,0,254,189,114,182,64,8,167,0,8,255,189,114,254,189,120,8,255,1
89,126,163,92,8
92 DATA 50,252,206,64,0,253,189,120,206,176,8,255,189,2,57
100 DATA 43169,176,45118,83,45115,179,45126,174,45127,203,45129,179,45130,32
101 DATA 45283,178,45204,152,45622,191,46623,104
102 DATA 45137,177,45142,187,45149,187,45158,129,45159,177
104 DATA 45168,185,45164,254,45177,186,45178,255,45184,185,45192,177,45193,68
106 DATA 45225,179,45226,128,45228,177,45229,217,45233,179,45234,198
108 DATA 45173,179,45624,183,45625,177,45578,179,45995,179,45996,68
110 DATA 45998,189,45999,179,45996,183,45997,148,46804,127,46406,181,
46607,69
112 DATA 46031,183,46034,151,46060,183,46671,178
114 DATA 46874,162,46875,82,46877,183,46878,172,46898,178,46809,248,46112,182,4
6115,150
116 DATA 46126,182,46127,188,46159,183,46168,121,46179,154,46180,8,46181,189
117 DATA 46183,128,46184,62,46187,4,46190,118,46185,8,46186,180,46187,249,46188,126,461
89,176,46198,8,46191,57
118 DATA 46263,178,46266,183,46222,178,46223,240,46231,177,46252,217,46269,177,
46270,190
120 DATA 46828,178,46335,178,46366,116,46396,183,46397,156,46483,180,46488,127,46445,
100,46446,173
122 DATA 46825,181,46429,182,46434,182,46435,39,46439,181,46448,81,46483,182,46
484,124
124 DATA 46495,182,46494,121,46594,177,46595,4,46758,183,46751,121,46766,177,4
6769,29
126 DATA 46773,177,46774,248
499 STOP
500 PRINT "PROGRAM MOVES ROCKET PATROL"
505 PRINT "FROM ROM AND CHANGES IT SO THAT"
510 PRINT "RESET NOT NEEDED FOR THE NEXT"
515 PRINT "GAME, WILL DISPLAY TILL A KEY"
520 PRINT "ON MAIN KEYBOARD IS PRESSED,"
525 PRINT "THEN RETURN TO RESET SCREEN"
527 PRINT : PRINT : PRINT "PRESS RTN"
530 IF KEY$ (0)="" THEN 530
535 GOTO 3
600 INPUT A;B,A=28572
605 PK= PEEK (A):D= PEEK (B)
610 IF C>D THEN  MUSIC "F1000000000000000"
615 PRINT A,C,D,B
620 IF KEY$ (0)="" THEN 620
625 A=A+1:B=B+1: GOTO 605
```

```
0   REM  "HEYS FOLKS I HAVE HAD SEVERAL LETTERS WANTING"
1   REM  "PROGRAMS WITH ERRORS IN THEM TO GIVE PEOPLE"
2   REM  "PRACTICE IN DEBUGGING THEM. WELL HERE IS ONE"
3   REM  "FOR YOU. IT WILL ONLY PRINT ONE MONTH AND"
4   REM  "QUITS.... HAVE FUN...              EDITOR"
5   DIM D0(7,3),A1(8(12),M8(12),D1(12)
10  DIM X$(1),A1(8(1),M8(12),D1(3)
15  REM   CALENDAR MAKER
20  N$=18:M1=0:M2=7:M2=7:K1=1
25  FOR I=1 TO 7: READ D0(I,1): NEXT
30  FOR I=1 TO 12: READ M8(I,1),N8(I): NEXT
40  PRINT "ENTER THE FIRST MONTH AND YEAR  THE FIRST MONTH IS TO BE PRINTED  I.E., JAN,1980"
50  INPUT M$,Y1
60  PRINT "ENTER THE DAY OF THE WEEK THAT  THE FIRST MONTH STARTS ON"
65  INPUT D1$
70  PRINT "ENTER THE NUMBER OF MONTHS TO BE PRINTED I.E., 10"
80  INPUT N
85  PRINT "DO YOU WANT PAGE ALIGNMENT (Y OR N)";
90  INPUT A1$
75  IF A1$<>"Y" THEN 90
86  PRINT "BEFORE THE PRINTING OF EACH   MONTH A ? WILL APPEAR"
82  PRINT "ALIGN TO THE TOP OF PAGE BEFORE PRESSING THE RETURN"
95  IF M$<>M8%(I,1) THEN 105
100 M4=1
105 REM
110 FOR K=1 TO 7: IF D1$<>D0$(K,1) THEN 120
113 S=K
115 NEXT
125 Z=M4+N-1
130 FOR I2=M4 TO Z
135 N8(I2)=28
140 Y=Y1
145 IF  INT (Y/4)<>Y/4 THEN 155
150 N8(I2)=29
155 I0=0
160 M3=12
165 IF M3<12 THEN 195
170 M3=M3-12
175 IF  INT (Y/4)<>Y/4 THEN 190
185 N8(I2)=29
190 Y1=Y1+1
195 GOTO 165
199 IF S0=0 THEN 255
200 PRINT #1
205 GOSUB 290
210 FOR J=1 TO M2
215 GOSUB 335
220 IF N8(M3)<18 THEN 250
225 GOSUB 365
235 GOSUB 495
240 L0=L0+1
245 NEXT J
250 REM
255 IF S0<>0 THEN 265
260 S8=1
265 NEXT I2
```

```
270    PRINT
275    PRINT
280    PRINT =0
285    STOP
290    REM
295    IF A1$<>"Y" THEN 305
300    INPUT X$
305    PRINT : PRINT "                                        ";M0%(M3,1);" ";Y
310    FOR I=1 TO 7
315    PRINT "  ";I0%(I,1);" ";
320    NEXT
325    PRINT
330    REM
340    FOR I=1 TO M1
345    PRINT "I--------";
350    NEXT
360    PRINT "I"
365    RETURN
370    REM
375    IF J<>1 THEN 390
380    IF I<0 THEN 390
385    I0=1
390    IF M0(M3)>=I0 THEN 410
395    PRINT "I      ";
400    GOTO 470
405    I0=I0+1
410    IF I0>9 THEN 450
415    IF I0<>0 THEN 430
420    PRINT "I      ";
425    GOTO 470
430    PRINT "I  ";I0;"    ";
435    I0=I0+1
440    S1=I0+1
445    GOTO 470
450    PRINT "I  ";I0;"   ";
455    S1=I0+1
460    I0=I0+1
465    S0=I0+1
470    NEXT I
475    PRINT "I"
485    L0=0
490    S0=S1
495    REM
500    FOR I=1 TO M1
505    PRINT "I      ";
510    NEXT I
515    PRINT "I"
520    REM
525    REM
530    DATA SUN,MON,TUE,WED,THU,FRI,SAT
535    DATA JAN,31,FEB,28,MAR,31,APR,30,MAY,31,JUN,30
540    DATA JUL,31,AUG,31,SEP,30,OCT,31,NOV,30,DEC,31
545    REM
```

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                          EDITOR

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```
1 REM SUBMITTED BY LOUIS B. DOOLEY
2 REM HERE IS A FANCY DIRECTORY PROGRAM FOR YOU
3 REM :# # :!  :M   CALL   :# #  (L.DOOLY)
10 CALL 17046: POKE 40961,0
30 PRINT TAB (8):M :M :M CALL
35 DIM BH(19),B1,B7(10):BH(19)
53 CALL 17041,C$(1),D$(1),I$ (10),E$(10),F$(1)
40 L=7:C=#2:A=-X:L$32=C$12
80 MUSIC !50#0#03003500000       500080110008110008000008800#
81 MUSIC !50#0#03003500000       500081100081300008100008000008800#
82 MUSIC !$150#0#03003500000000000       #330#430#500088000000000#
89 MUSIC !50#0#0#0#01080000000000#: GOSUB 500
90 CALL 17046: PRINT "I'M GOING TO TAKE A NAP NOW.   IF YOU NEED ME, PRESS SPA
CE BAR"
95 FOR K=1 TO 600
100 IF KEY$ (0)="" THEN 190
140 NEXT K: NEXT K
150 FOR K=1 TO 600
160 IF KEY$ (0)="" THEN 190
170 A=PEEK(-16384): IF A<128 GOTO 09
190 MUSIC !$0#3#3#5#5#5#3#8       #3#4#3#3#3#3#0       #10#5#0#10000#
191 MUSIC !$0#1#3#3#5#5#5#5#0#8       #5#0#3#4#100       5555#0#10#: GOSUB 500
200 N$=B$: CALL 17046
210 INPUT "YES, WHO CALLED? TYPE YOUR NAME,PLEASE",N$: GOSUB 500: CALL 17046
212 GOTO70 ?9
230 N$:K,I$:INT% THEN PRINT "HELLO, ",N$#: GOTO 7046
240 : PRINT? :N$,N$#, TELL ME MORE ABOUT YOURSELF, BEFORE I CA
N HELP YOU"
245 GOSUB 400: CALL 17046: POKE 40960,2:40961,0
250 PRINT "AGE,",A: CALL 17006
251 PRINT : INPUT "BIRTHPLACE,",B$: CALL 17006
252 PRINT : INPUT "HOBBY,",C$:CALL17006
253 PRINT : INPUT "BEST FRIEND,",D$: CALL 17006
254 PRINT : INPUT "FAVORITE STORE,",E$: CALL 17006
255 PRINT : INPUT "FAVORITE SINGER,",F$: CALL 17006
260 PRINT "OK, ",N$#"+, THANKYOU!": GOSUB 500
270 J=Z:IF Z>22 THEN PRINT "SORRRY, ",N$#", I CAN'T HELP YOU, I HAVE NO MOR
RE TIME NOW!": GOSUB 400: CALL 17046
275 N$=Z:+,I$:INT
280 NEXT Z#
290 PRINT "WHAT CAN I DO FOR YOU, ",N$#"?"#
295 POKE 40960,20: POKE 40961,0: GOSUB 400: CALL 17046
310 PRINT "THE NUMBER OF ONE OF THESE": PRINT
320 PRINT TAB (5);"1. TYPING"
321 PRINT TAB (5);"2. GAME-PACK"
322 PRINT TAB (5);"3. MATH SKILLS"
330 PRINT TAB (5);"4. HOME FINANCE"
334 PRINT TAB (5);"5. HOME-MADE GAMES"
335 PRINT TAB (5);"6. PRACTICE PROGRAMMING"
336 PRINT TAB (5);"7. BETTER COMMUNICATION"
337 PRINT TAB (5);"8. AUTOMATIC HOUSE CONTROL"
339 PRINT TAB (5);"9. ARE NICE LIBRARY PROGRAMS"
340 PRINT : INPUT T
350 I GOTO 1000,2000,3000,4000,5000,6000,7000,8000,9000
700 CALL 17046: A=A: NEXT N: RETURN
900 POKE 40960,X/256= INT (X/256)#256: RETURN
1000 CALL 17046: GOSUB 500
1010 PRINT N$#"+, YOU NOW HAVE CONTROL, GO AHEAD,": STOP
2010 PRINT "TURN OF POWER AND INSERT DESIRDED CARTRIDGE": STOP
3000 CALL 17046: GOSUB 500
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3010 PRINT "INSERT EDUCATION TAPE AND  CLOAD  AT COUNTER 000"; STOP
4000 CALL 17046; GOSUB 500
4010 PRINT "INSERT HOME FINANCE TAPE AND  CLOAD  AT COUNTERN 000"; STOP
5000 CALL 17046; POKE 40960,2; POKE 40961,0
5010 PRINT "INSERT HOME-GAME TAPE AND CLOAD AT COUNTERN 000 FOR DESIRED GAME"; PRIN
   T
5021 PRINT  TAB (5);"FIND ME"; TAB (20);"000"
5022 PRINT  TAB (5);"TARGET"; TAB (20);"015"
5023 PRINT  TAB (5);"SCREAMER"; TAB (20);"030"
5024 PRINT  TAB (5);"LANDFALL"; TAB (20);"045"
5025 PRINT  TAB (5);"COPY CAT"; TAB (20);"060"
5026 PRINT  TAB (5);"JACKPOT"; TAB (20);"075"
5027 PRINT  TAB (5);"MUCIAN"; TAB (20);"090"
5028 PRINT  TAB (5);"FIREWATCH"; TAB (20);"105"
5030 STOP
6000 GOTO 1000
7000 CALL 17046; GOSUB 500
7010 PRINT "SORRY I DO NOT HAVE REQUIRED EQUIPMENT YET"; GOSUB 500
7020 CALL 17026; CALL 17046; GOSUB 500; GOTO 89
8000 GOTO 7000
9000 CALL 17046; POKE 40960,2; POKE 40961,0
9010 PRINT "ADVANCE THIS TAPE AND CLOAD AT COUNTER FOR DESIRED PROGRAM"
9015 GOSUB 400; PRINT
9021 PRINT  TAB (5);"DICE"; TAB (25);"120"
9022 PRINT  TAB (5);"CRAPS"; TAB (25);"030"
9023 PRINT  TAB (5);"CLOCK"; TAB (25);"225"
9024 PRINT  TAB (5);"SHUDDY"; TAB (25);"045"
9025 PRINT  TAB (5);"CHECKBOOK"; TAB (25);"060"
9026 PRINT  TAB (5);"AMORTIZATION"; TAB (25);"195"
9027 PRINT  TAB (5);"VAL EMULATOR"; TAB (25);"105"
9028 PRINT  TAB (5);"BTM EMULATOR"; TAB (25);"090"
9029 PRINT  TAB (5);"RAGING ROBBOTS"; TAB (25);"165"
9030 PRINT  TAB (5);"SPELLING TUTOR"; TAB (25);"150"
9031 PRINT  TAB (5);"TRIG EMULATOR"; TAB (25);"135"
9032 PRINT  TAB (5);"NAME AND ADDRESS"; TAB (25);"075"
9033 PRINT  TAB (5);"SOMEWHERE MY LOVE"; TAB (25);"210"
9034 PRINT  TAB (5);"RUN FOR YOUR LIFE"; TAB (25);"180"
9040 STOP
9999 END
```